

STAR WARS

MINIATURES

KNIGHTS OF THE OLD REPUBLIC

SET CHECKLIST

AGE 12+

STAR WARS

MINIATURES

KNIGHTS OF THE OLD REPUBLIC

Experience
The Force
Within YOU.



The Adventure Continues with the
Star Wars Roleplaying Game.



OLD REPUBLIC

- 1/60 Atton Rand
- 2/60 Bao-Dur
- 3/60 Carth Onasi
- 4/60 Juggernaut War Droid
- 5/60 Master Lucien Draay
- 6/60 Mira
- 7/60 Old Republic Captain
- 8/60 Old Republic Guard
- 9/60 Squint
- 10/60 Visas Marr
- 11/60 Wookiee Elite Warrior
- 12/60 Wookiee Trooper
- 13/60 Darth Malak, Dark Lord of the Sith
- 14/60 Darth Sion
- 15/60 Elite Sith Trooper
- 16/60 Sith Assassin
- 17/60 Sith Guard
- 18/60 Sith Heavy Assault Droid
- 19/60 Sith Marauder
- 20/60 Sith Operative
- 21/60 Sith Trooper Captain

REPUBLIC

- 22/60 Captain Panaka
- 23/60 Captain Tarpals
- 24/60 Gungan Artillerist
- 25/60 Gungan Shieldbearer
- 26/60 Gungan Soldier
- 27/60 Jar Jar Binks
- 28/60 Obi-Wan Kenobi, Padawan
- 29/60 Supreme Chancellor Palpatine
- 30/60 Han Solo, Smuggler
- 31/60 Leia Organa, Senator
- 32/60 Luke Skywalker, Jedi

IMPERIAL

- 33/60 Darth Vader, Scourge of the Jedi
- 34/60 RA-7 Death Star Protocol Droid

NEW REPUBLIC

- 35/60 General Wedge Antilles

FRINGE

- 36/60 ASN Assassin Droid
- 37/60 Boma
- 38/60 Czerka Scientist
- 39/60 Echani Handmaiden

MANDALORIAN

- 40/60 Ben-Hadadan Assassin
- 41/60 Jareel
- 42/60 Jawa Scout
- 43/60 Jolee Bindo
- 44/60 Juhani
- 45/60 Kreia
- 46/60 Massiff
- 47/60 Mission Vao
- 48/60 Rakghoul
- 49/60 Shyrack
- 50/60 TI Series Bulk Loader Droid
- 51/60 T3-M4
- 52/60 Tusken Raider Scout
- 53/60 Zaibab
- 54/60 Zayne Carrick
- 55/60 Mandalore the Ultimate
- 56/60 Mandalorian Captain
- 57/60 Mandalorian Commando
- 58/60 Mandalorian Marauder
- 59/60 Mandalorian Quartermaster
- 60/60 Mandalorian Scout

There are four levels of collectability:
Common; Uncommon; Rare; Very Rare

KNIGHTS OF THE OLD REPUBLIC™ RULES SHEET

The *Knights of the Old Republic™* set introduces new characters from the *Knights of the Old Republic* videogame and comic book series. It continues to employ “unleashed” Force powers, first introduced in *The Force Unleashed™* set.

Additional Rules for Pits

Some “unleashed” Force powers, such as Force Repulse, can move characters onto pit squares. The rules for pits have been updated to deal with such situations.

If a character is involuntarily moved onto a pit square, stop its movement in the nearest square adjacent to the pit and make a save of 11. On a successful save, the character remains adjacent to the pit. On a failure, it is defeated. Characters with abilities that allow them to enter pit squares (such Flight) make a save of 6 instead.

Rules Update: Ion Gun

The **Ion Gun +1#** special ability now deals bonus Damage to nonliving targets instead of only Droids. Existing characters with Ion Gun use this new rule as well.

Special Abilities and Force Powers

Atlatl [#]: Instead of making its normal attack or attacks, this character can target an enemy up to 6 squares away.

This follows all the usual rules for choosing a target. The target and all characters adjacent to it (enemies and allies alike) take [#] points of damage. Each character can avoid the damage with a save of 11. Large or smaller nonliving characters that take damage from this ability are stunned (considered activated) this round unless they avoid this effect with a save of 11.

Asteru Style: This character gets a +4 bonus to Attack as long as only 1 enemy is within 6 squares at the time of the attack.

Blaster Rifle Upgrade: Allies within 6 squares with nonmelee attacks that have a printed Damage statistic that is exactly 20 gain the stated ability.

Blaster Upgrade: Allies within 6 squares with nonmelee attacks that have a printed Damage statistic that is exactly 10 gain the stated ability.

Bombard Gungan: Whenever this character is targeted by an enemy, this character must attempt a save of 11: the save is not optional. On a failure, the attack is resolved normally against this character. On a successful save, the attack is redirected to another character of your choice (ally or enemy) within 6 squares, even if it would not normally be a legal target (for example, the attacker could end up hitting itself). If no other character is within 6 squares, the attack has no effect. Make the save to redirect the attack before the attacker makes its attack roll.

Cesta [#]: This special ability works just like Atlatl [#] (see above), except that its range is sight instead of 6 squares.

Cloaked: If this character has cover, nonadjacent enemies cannot target it and do not treat it as the nearest enemy when choosing targets. Thus, Accurate Shot cannot target this character if it has cover. A character with Sniper can target this character if the only intervening cover is provided by other characters, which the Sniper ability ignores.

Corstias Gauntlet [#]: This special ability appears only on characters with the Lightsaber Block Force power. Whenever this character gets a result of [#] or higher on a save when using Lightsaber Block against an enemy with a lightsaber, that enemy gets –20 Damage for the rest of the skirmish. This effect is not cumulative with repeated blocks, and Damage can never be reduced below 0.

Cunning Attack +1#: This special ability works just like Cunning Attack, except that the bonus to damage is +[#] instead of +10.

Defeating Change: Instead of taking its normal turn, this character defeats an adjacent Huge or larger enemy that has Mounted Weapon. That enemy can avoid this effect with a save of 6.

Diplomat: If an enemy without Diplomat is in line of sight of the acting character, that character cannot target or attack an enemy with Diplomat, even one that is adjacent. If an enemy without Diplomat is in line of sight and the only adjacent enemy has Diplomat, no legal target is available.

Djem So Style: Whenever this character is hit by a melee attack, it makes a save of 11. On a success, it can make an immediate attack against that attacker. If this character also has optional abilities or Force powers that allow a similar effect (such as Lightsaber Riposte), the decision to use those abilities must be made before making the save for Djem So Style.

Energy Shield: When this character or an adjacent character is hit by an attack from an enemy that isn't adjacent to either character, the attacker makes a save of 11. If the save fails, the targeted character takes no damage and the attacker takes damage equal to the prevented damage.

Eternal Hatred: (Force: 2 Force points) If a character with this Force power would be defeated, it makes a save of 6. On a success, the character is not defeated; instead, it remains in play and removes all damage from itself.

Force Cloak: (Force: 2 Force points) Instead of taking its normal turn, a character using this Force power gains the Cloaked special ability (see above).

Greater Mobile Attack: This special ability works just like Mobile Attack, except that the character can make multiple attacks (if any) even though it is moving on its turn. It must stop and make all its attacks before resuming movement, and the space it stops in must be a legal position for ending movement, even if the character continues to move this turn.

Gungan: A Gungan is any character with the word “Gungan” in its name or that has the Gungan special ability.

Heavy Lift: This special ability works just like Lift as described in the rulebook glossary, except that this character can move an adjacent Small, Medium, or Large ally to another space adjacent to itself.

Jolt: An enemy hit by this character's attack is stunned (considered activated) this round; in effect, it skips its turn. That enemy can avoid this effect with a save of 11. Huge or larger characters ignore this effect.

Kermic Mettle: If this character spends 1 Force point to reroll its attack or save, add a +4 bonus to the result. If the attack or save result is still a failure, this character takes 10 points of Damage. If the character can spend Force points more than once per turn, bonuses and damage from additional uses on the same turn are cumulative.

Mandalorian Conscriptio: All characters in your squad are considered to belong to the Mandalorian faction for the rest of the skirmish. If they were not already Mandalorian, they no longer have their original faction.

Poisoned Blade: Whenever this character attacks an adjacent enemy, it deals 20 Damage instead of 10. This counts as a melee attack. The attack gets a +20 bonus to Damage if it hits an adjacent living enemy. A living target can avoid this extra damage with a save of 11.

Rakghoul Disease: This character gets a +10 bonus to Damage whenever it hits a living enemy. The target can avoid this extra damage with a save of 11. If this character defeats a living enemy, you may immediately add a character named Rakghoul to your squad. This character sets up in a square of your choice formerly occupied by the defeated enemy. This character doesn't count toward the cost of your squad. If you are scoring points for defeats, or in a tiebreaker, defeating the extra Rakghoul doesn't score points.

Shatter Beam: Instead of making its normal attack or attacks, this character removes a door within line of sight from the battle map. The former door is now an open space and cannot be closed with Override or similar abilities.

Shockstaff: This character gets a +10 bonus to Damage whenever it hits an adjacent nonliving enemy. An adjacent living enemy hit by this character's attack is instead stunned (considered activated) this round; in effect, it skips its turn. The latter effect can be avoided with a save of 11.

Soldier: This character counts as a Soldier and can benefit from special abilities and effects that help Soldiers. If additional keywords are in this character's names or special abilities, they may be combined with the Soldier keyword. For example, an Old Republic Guard with the Soldier special ability counts not only as an Old Republic Guard but also as an Old Republic Soldier.

Trooper: This character counts as a Trooper and can benefit from special abilities and effects that help Troopers. If additional keywords are in this character's names or special abilities, they may be combined with the Trooper keyword. For example, a Sith Guard with the Trooper special ability counts not only as a Sith Guard but also as a Sith Trooper.

“Unleashed” Force Powers

The Force Unleashed set introduced “unleashed” versions of Force powers, with more intense effects depending on the number of Force points spent to activate them. The following unleashed Force powers appear in this set.

Drain Life 3: (Force: 3 Force points) This is an “unleashed” version of the Drain Life Force power, described in the rulebook glossary. A target living enemy within 6 squares and each living enemy adjacent to it takes 20 Damage; all affected characters can attempt a save of 11 to avoid the effect. Remove damage from this character equal to the total damage dealt; for example, if three living enemies take damage from this Force power, this character removes 60 Damage from itself.

Force Lightning 2: (Force: 2 Force points) This Force power works much like Force Lightning as described in the rulebook, except that it deals 30 Damage.

Lightsaber Throw 2: (Force: 2 Force points) Instead of making its normal attack or attacks, a character using this Force power makes 2 attacks against the same target enemy within 6 squares. This counts as a nonmelee attack for the purpose of effects such as Lightsaber Deflect and Molecular Shielding.

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